Activities (Continued)

Dr. Micro's Muscle Lab (Tutorial)	The student is introduced to the structure and function of skeletal, smooth and cardiac muscle.
Medical Alert	The student first chooses a difficulty level from 1 to 4, where 1 is easiest. The student is given the name of a category of information presented previously (for example, MUSCLES) and must catch all the vocabulary words belonging to that category as they fly across the screen, while avoiding words that do not belong. The words fly across at two different heights on the screen. To catch a word at the top, the student presses the J key (for Jump) or the up-arrow key. To avoid a word at the top, the student does nothing. To catch a word at the bottom, the student need do nothing. To avoid a word at the bottom, the student presses the D key (for Duck) or the down-arrow key. When the student has caught three words, a multiple choice question is presented, with the three words as the possible answers. The difference between the difficulty levels is in the speed and height at which the words fly across the screen. On level 1, the words fly across slowly and only at the top. On level 2, the words fly across faster, but still only at the top. On level 3, the words fly across slowly at both the top and the bottom. On level 4, the words fly across faster at both the top and the bottom.

Care of Disks

The micro-software program is recorded on the magnetic coating of the program disk, which is permanently sealed inside a protective cover. Do not touch the surface of the disk that is visible through the oval cutout in the protective cover. When the disk is not in use, it should be returned to its own envelope and stored in a safe place away from dust, magnetic fields, and temperature and humidity extremes. Do not bend, staple, or write on the disk or its protective cover with ball point pen or pencil.

Warranty

Troll Associates provides a lifetime guarantee on Troll micro-software disks. If any program disk is accidentally damaged or ever fails to load or run, simply return it to us for a free replacement.

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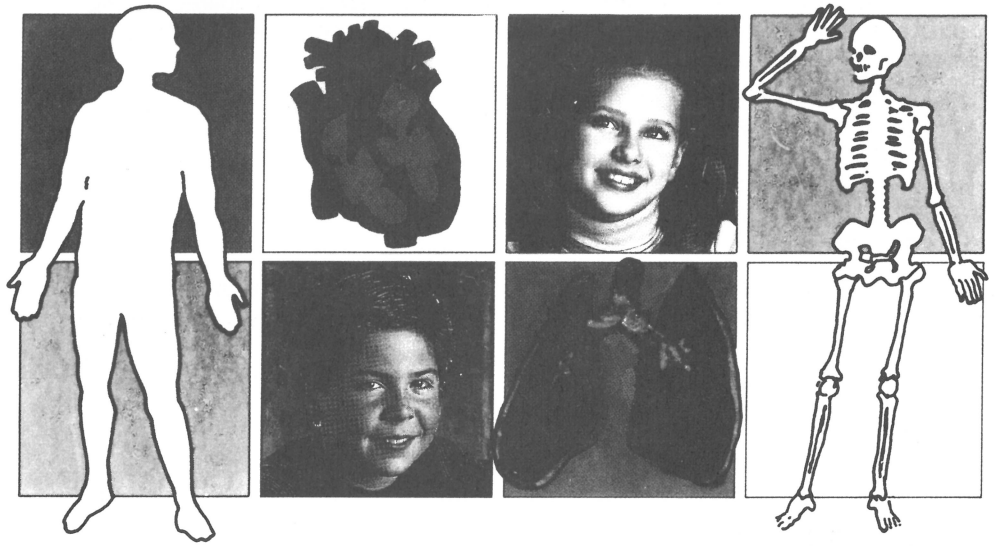
Troll MICRO

COURSEWARE

USER'S GUIDE

The human body and how it works:

The Skeletal & Muscular Systems



Troll Micro-Software

THE HUMAN BODY AND HOW IT WORKS
The Skeletal and Muscular Systems
Micro User's Guide

System Requirements

1. Apple IIgs, IIc, IIe, II+, or II (with Applesoft and at least 48K of RAM).
2. One disk drive.
3. A TV set or video monitor (color is recommended).

How to Use This Program

The Human Body and How It Works is a series of interactive programs designed to help students learn the structure, organization and function of the major systems of the body. Each disk focuses on a system or a number of related systems. This disk, *The Skeletal and Muscular Systems,* focuses on bones, cartilage, ligaments, joints, and the three types of muscles in the body.

Getting Started

Insert the program disk into the disk drive with the label facing up and the oval cutout facing away from you. Close the door on the disk drive and turn on the monitor and computer. The red light on the disk drive will light up as the program loads.

NOTE: Some Apple computers require that PR#6 be typed before the program begins loading.

When the program has loaded, the Troll logo will appear, followed by the title. The student is then asked to enter his or her name, and whether sound is desired. Then the menu appears:

1 Dr. Micro's Bone Lab (bones, ligaments, cartilage)
2 Bones on Broadway
3 Dr. Micro's Joint Lab (joints)
4 Name That Move
5 Dr. Micro's Muscle Lab (muscles)
6 Medical Alert

The student presses 1, 2, 3, 4, 5 or 6 to choose the corresponding activity, which will load and run automatically. The student may press C to see the credit screen or Q to quit the program.

Special Keys

	H	Help
CONTROL	X	Return to Menu
CONTROL	O	Turn Sound On or Off

Activities

Dr. Micro's Bone Lab (Tutorial) — The student is introduced to the structure and function of bones, bone marrow, ligaments and cartilage.

Bones on Broadway — The student first chooses between the Easy and Hard versions of the game. A description of a bone or a functional group of bones is shown. In the Easy version, the common name of this bone or group of bones appears in scrambled order in boxes at the top of the screen. In the Hard version, the scientific name also appears, scrambled in boxes at the bottom of the screen. The student unscrambles and types in the common name in the Easy version, as well as the scientific name in the Hard version. The student may press the "?" key for a hint. In the Easy version, the hint will be either a picture of the bone(s) or the scientific name. In the Hard version, the hint will be a picture of the bone(s). The bone or group of bones is then shown in its proper position in the body.

Dr. Micro's Joint Lab (Tutorial) — The student is introduced to the structure and function of the various types of joints and is shown animations depicting the action of each type. The six types of joints covered are fixed joints, pivot joints, partially movable joints, ball and socket joints, gliding joints, and hinge joints.

Name That Move — The student first chooses between the Easy and Hard versions of the game. Six pictures are then shown, each of which depicts the action of one of the six types of joints. In the Easy version, each picture is labeled with the name of the type of joint it represents. In the Hard version the pictures are unlabeled. A girl next to the pictures demonstrates a movement. The student highlights the picture that corresponds to the type of joint that makes the same movement. The student may press the "?" key for a hint. In the Easy version the hint consists of a description of the type of joint. In the Hard version the name of the joint currently highlighted is provided as a hint.

(Continued)